

WHAT IS CLAIMED IS:

Sub A17

1. A computer-implemented method for remotely
monitoring and dynamically changing the operation of a
computer game executing on a first computer while the
computer game is executing, the computer game comprising
computer code, the method comprising the steps of:
establishing a network connection between the first
computer and a remote second computer;
at the second computer, monitoring the operation of
the computer game executing on the first computer while
the computer game is executing;
from the second computer, issuing a command to
modify the computer code of the computer game while the
computer game is executing;
modifying the computer code of the computer game at
the first computer; and
at the first computer, continuing to execute the
computer game in accordance with the modified computer
code.

2. The method of claim 1 wherein the step of issuing a
command to modify the computer code of the computer game
while the computer game is executing comprises issuing a
command to temporarily modify the computer code of the
computer game while the computer game is executing.

3. The method of claim 1 wherein the step of issuing a
command to modify the computer code of the computer game
while the computer game is executing comprises issuing a
command to permanently modify the computer code of the
computer game while the computer game is executing.

1 4. The method of claim 1 further comprising the steps
2 of:
3 operating the computer game prior to establishing
4 the network connection between the first computer and the
5 remote second computer;
6 storing, at the first computer, data relating to the
7 operation of the computer game;
8 after the network connection is established,
9 uploading the data to the second computer; and
10 analysing the data at the second computer to assist
11 in determining how to modify the computer code of the
12 computer game.

1 5. The method of claim 1 further comprising the steps
2 of:
3 maintaining a server routing list at the first
4 computer;
5 at the first computer, querying the computer game to
6 determine a list of available data;
7 at the first computer, collecting a sub-set of the
8 available data from the computer game; and
9 providing the sub-set of available data to the
10 second computer.

1 6. The method of claim 1 wherein the step of issuing a
2 command to modify the computer code of the computer game
3 while the computer game is executing further comprises
4 adjusting a resource value of the computer game.

1 7. The method of claim 1 wherein the step of issuing a
2 command to modify the computer code of the computer game
3 while the computer game is executing further comprises
4 adjusting the amount of memory allocated to the computer

5 game.

1 8. The method of claim 1 wherein the step of issuing a
2 command to modify the computer code of the computer game
3 while the computer game is executing further comprises
4 adjusting the amount of memory allocated to part of the
5 computer game.

1 9. The method of claim 1 wherein the step of issuing a
2 command to modify the computer code of the computer game
3 while the computer game is executing further comprises
4 changing an artificial intelligence module in the
5 computer game.

1 10. The method of claim 1 further comprising the step of
2 monitoring the operation of the computer game at the
3 second computer after the modification has taken effect.

1 11. A computer-implemented method for remotely
2 monitoring and dynamically changing the operation of an
3 application program executing on a first computer while
4 the application program is executing, the application
5 program comprising computer code, the method comprising
6 the steps of:
7 establishing a network connection between the first
8 computer and a remote second computer;
9 at the second computer, monitoring the operation of
10 the application program executing on the first computer
11 while the application program is executing;
12 from the second computer, issuing a command to
13 modify the computer code of the application program while
14 the application program is executing;
15 modifying the computer code of the application

005260-6246996

16 program at the first computer; and
17 at the first computer, continuing to execute the
18 application in accordance with the modified computer
19 code.

1 12. The method of claim 11 wherein the step of issuing a
2 command to modify the application program while executing
3 comprises issuing a command to temporarily modify the
4 computer code of the application while the application
5 program is executing.

1 13. The method of claim 11 wherein the step of issuing a
2 command to modify the computer code of the application
3 program while the application program is executing
4 comprises issuing a command to permanently modify the
5 computer code of the application program while the
6 application program is executing.

1 14. The method of claim 11 further comprising the steps
2 of:
3 operating the application program prior to
4 establishing the network connection between the first
5 computer and the remote second computer;
6 storing, at the first computer, data relating to the
7 operation of the application program;
8 after the network connection is established,
9 uploading the data to the second computer; and
10 analysing the data at the second computer to assist
11 in determining how to modify the computer code of the
12 application program.

1 15. The method of claim 11 further comprising the steps
2 of:

3 maintaining a server routing list at the first
4 computer;
5 at the first computer, querying the application
6 program to determine a list of available data;
7 at the first computer, collecting a sub-set of the
8 available data from the application program; and
9 providing the sub-set of available data to the
10 second computer.

1 16. The method of claim 11 wherein the step of issuing a
2 command to modify the computer code of the application
3 program while the application program is executing
4 further comprises adjusting the amount of memory
5 allocated to part of the application program.

1 17. The method of claim 11 further comprising the step
2 of monitoring the operation of the application program at
3 the second computer after the modification has taken
4 effect.

1 18. A computer-implemented system for remotely
2 monitoring and dynamically changing the operation of an
3 application program while the application program is
4 executing, the application program comprising computer
5 code, the system comprising:
6 a first computer executing the application program;
7 a second computer executing a monitoring program;
8 a network connection between the first computer and
9 the second computer;
10 means, located at the second computer, for
11 monitoring the operation of the application program
12 executing on the first computer while the application
13 program is executing;

14 means for issuing a command to modify the computer
15 code of the application program while the application
16 program is executing;

17 means at the first computer for modifying the
18 computer code of the application program; and

19 means, at the first computer, for continuing to
20 execute the application in accordance with the modified
21 computer code.

1 19. The system of claim 18 further comprising:

2 a routing list, located at the first computer; and
3 collector means, located at the first computer.

1 20. A computer-implemented system for remotely
2 monitoring and dynamically changing the operation of an
3 application program while the application program is
4 executing, the application program comprising computer
5 code, the system comprising:

6 a first computer executing the application program;

7 a second computer executing a monitoring program;

8 a network connection between the first computer and
9 the second computer;

10 a plurality of collectors, located at the first
11 computer, each collector querying the application program
12 to determine available data and obtaining available data
13 from the application program;

14 a server program, located at the first computer, for
15 providing data to a remote program;

16 a routing list, located at the first computer, for
17 providing routing information to an appropriate client;

18 a plurality of consoles, located at the second
19 computer, to provide an interface to allow a remote user
20 to specify commands to observe and change the operation

21 of part of the application program; and
22 a second routing list, located at the second
23 computer, to route data provided by server program to a
24 select one of the consoles.

1 21. A set of instructions residing in a storage medium,
2 said set of instructions capable of being executed by a
3 processor to implement a method for remotely monitoring
4 and dynamically changing the operation of an application
5 program executing on a first computer, the method
6 comprising the steps of:
7 establishing a network connection between the first
8 computer and a remote second computer;
9 at the second computer, monitoring the operation of
10 the application program executing on the first computer
11 while the application program is executing;
12 from the second computer, issuing a command to
13 modify the computer code of the application program while
14 the application program is executing;
15 modifying the computer code of the application
16 program at the first computer; and
17 at the first computer, continuing to execute the
18 application in accordance with the modified computer
19 code.